















A Model Based Reinforcement Learning approach for Control of Free-Floating Spacecraft

Manipulators

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Introduction Recent proposals/developments

- e.Deorbit by ESA
 - Harpoon, nets, robotic arms and tentacles
- CleanSpace One by Swiss
 - To move decommissioned SwissCube nanosatellite out of orbit
- Electrodynamic tether by Japanese AEA
- Sling-Sat Space Sweeper by Texas A&M
- CubeSail by University of Surrey

Research Question

How to give more autonomy for future space missions in dealing with debris removal, on-orbit servicing, rendezvous & docking etc.

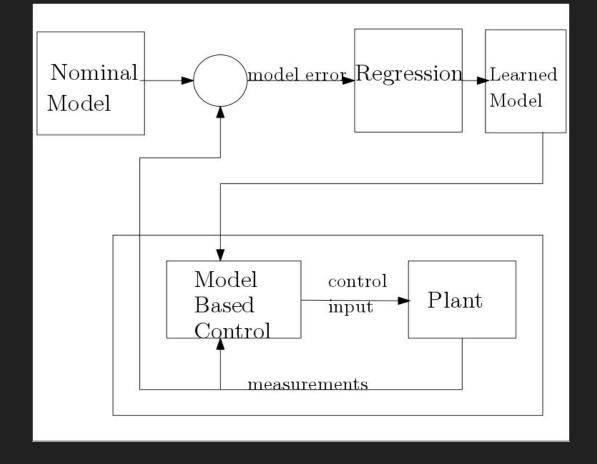
https://www.space.com/40960-removedebris-space-junk-cleanup-test-flight.html

Working on the case of free-floating spacecrafts for debris removal

Possible solutions

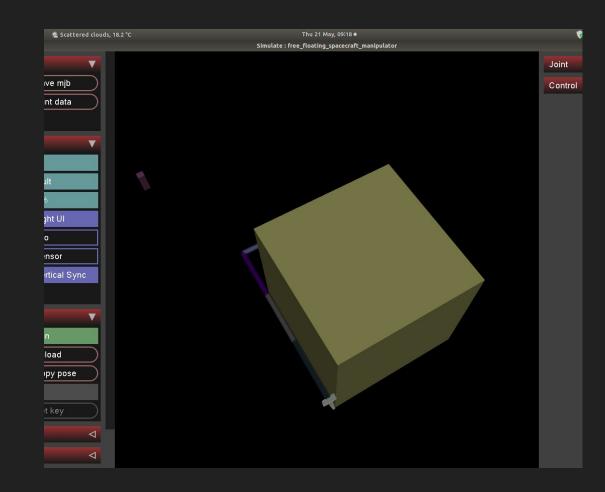
Learn the model online with model based Reinforcement

Learning



Preliminary RL experiments

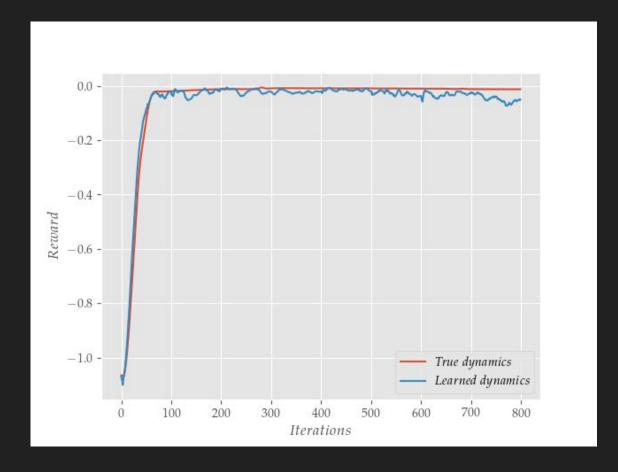
- Reinforcement learning environment set up done with MuJoCo + gym
- Model-free (DDPG) takes long and sample inefficient
- Created a python package for RL learning



Results

Model Based RL of reaching a

target



Results



















Questions/Suggestions/Collaborations? Thank You

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